

Zefeng (Daniel) Wang

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Professional Summary

- Three years of experience with **Java** in the classroom and a working environment
- Experience with **Android Mobile Development** using **Android Studio**
- Basic knowledge of **Python** and **Web Development** languages
- Familiar with basic **SQL** using **MySQL**
- Knowledge of building and deploying using **Gradle** in Android Studio
- Familiar with **SDLC** and the **Agile** method
- Experience with **Git** (and **GitHub**) from **pair-programming** assignments

SKILLS

- **Languages:** Familiar with Java | Knowledge of Python
- **Platforms:** Understanding of Android | Basic knowledge of Unix & MacOS
- **Web Technology:** HTML, CSS, JavaScript, JSON, XML
- **Databases:** MySQL
- **API:** REST APIs, Google Maps API, Java Swing Library, CKAN Action API, Documentum Foundation Classes
- **Design Patterns:** Factory, Builder, Singleton, Adapter, Strategy, Decorator,
- **IDE/Build Tools:** IntelliJ IDEA, Eclipse, Android Studio, Gradle
- **VCS:** Git, GitHub

EDUCATION

Northeastern University, Boston, MA

May 2022

Candidate for a BS in Computer Science and Business Administration, Concentration in Accounting

Overall | Major GPA: 3.82 | 4.0

Relevant Coursework: Object Oriented Design, Fundamentals of Computer Science I and II, Discrete Structures, Linear Algebra, (In Progress) Algorithms and Data Structures, Database Design

Honors and Awards: Dean's List, International Scholar, Best Rookie Award (Hack Beanpot)

Activities: Sandbox – Developer in organization that builds custom software applications for researchers

West Windsor Plainsboro High School South, Princeton Junction, NJ

June 2018

Alumnus

GPA: 3.9 | 4.6

EXPERIENCE

DoubleBridge Technologies, Princeton, NJ

July – August 2019

Mobile App Development Intern

- Researched and presented the use of Android Studio for mobile development in Java
- Developed an application that allows users to perform CRUD operations on MySQL database using a PHP framework
- Created another Android app that makes API calls asynchronously using REST API and parses through JSON data

HackBeanpot Inc, Boston, MA

May 2019 – Present

Core Team - Sponsorship

- Working in an agile environment to organize and run an annual hackathon for approximately 200 Boston students
- Designed a detailed sponsorship packet and reached out to dozens of companies for financial backing
- Leading a team of three in revamping the judging system for students' projects to be more holistic and efficient

PROJECTS

CrimePot (Hack Beanpot)

February 2019

- Implemented Google Maps API with HTML/CSS/JS to place markers representing crimes on a map of Boston based on values inputted by the user
- Used a RESTful API to make HTTP requests using the Flask microframework to retrieve data from the Boston government Crime Incidents Reports through a CKAN action API
- Filtered through JSON data based on user parameters and then converted to GeoJSON in Python through Flask

ExCEllence – The Easy Animator (Course Project)

June 2019

- Created a program that allows a user to input instructions and returns an animation either in textual form, as an SVG file, or as a visual representation using Java's Swing library
- Added functionality that gives the user the ability to scroll through the animation, pause/play, loop, etc
- Organized the project using the MVC structure to ensure loose coupling and focus on object-oriented principles

Light'em All (Course Project)

April 2019

- Developed a game in Java using Northeastern's Image Library that directs the user to rotate & connect pieces of a grid and move an object along the grid using mouse and key listeners
- Implemented Kruskal's algorithm to create a Minimum Spanning Tree that is randomized and a breadth first search algorithm to calculate the radius of the tree at any state of the game